WELCOME TO THE N-

I-Highway... World Wide Web... the net... Call it what you want, the future's here and all it requires is a modem, a PC and a swish pair of swimming shorts to ride the cyber surf into the information age.

Here at NMS we've been waxing down the on-line boards as our sister magazine in the good 'ol US of A, Nintendo Power has started to publish their very own web site full of fantastic info from the other side of the Great Divide. Based at Nintendo's American HQ in Redmond, Washington State, the NP cybernauts have been downloading their unique blend of the latest news, grooves, and pics. Anyone with Internet access can log-on to the home page, and from there it's simply a question of clicking your way through all the information you can handle. Join us as we wade into the bitstream and onto the web.

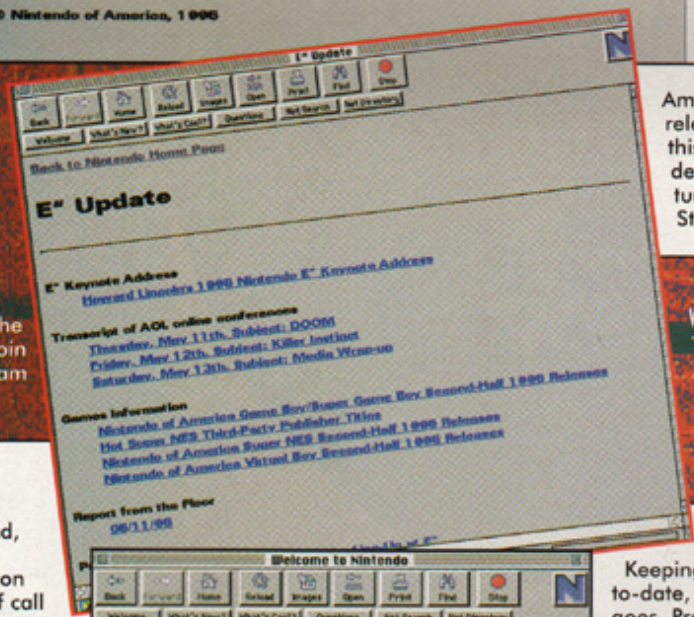
(LEFT)Wowee! Check out the front end of this site! Depending on the speed and power of your PC, the choice is between high and low resolution. Hi-res includes all of the pics and flash bits, but can take a while to fully download.

WHAT'S ON OFFER...

Keeping an eye on the .net is essential to keeping bang up-to-date as pages can be added and deleted on a daily basis

REPORT

The complete report on the last month's show. Actual details and screenshots of the games featured, plus a transcript of the speech made by Howard Lincoln (Vice President of Nintendo in America) about the decision to delay the release of the Ultra 64. Also included in this section is a collection of on-line debates from the floor of the show featuring none other than Rare's Tim Stamper.



WHAT'S NEW

The essential location for all news hungry games fans. What's New does exactly what it says on the tin. Check out all of the breaking news on latest developers and collect cool Nintendo icons to use on your desktop.

HOME ADDRESS

In the same way you need a phone number to call a friend, you also have to have the address to contact someone on the Internet. Your first port of call should be the Nintendo Power Home Page, their address being:

http://www.nintendo com.

Once on-board, a simple clickety-click of the mouse on the area of interest whisks you into the on-line cyber realm of the ninfo-bahn.

PRESS RELEASES

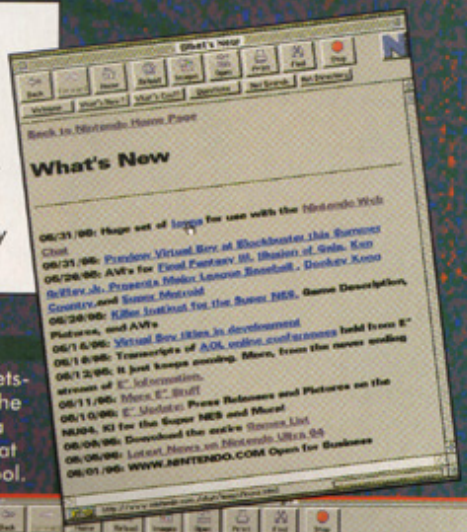
Keeping the rest of the games industry up-to-date, this is where all the official stuff goes. Press releases cover new developments in hardware, software, and deals with other companies.

(FAR LEFT) The Nintendo Ultra 64! Phwor... This was the first pic of the new dream machine, and yes, it was on the .net. The E3 page kept those not fortunate enough to go to the show bang up-to-date with the latest news.

INFORMATION HIGHWAY

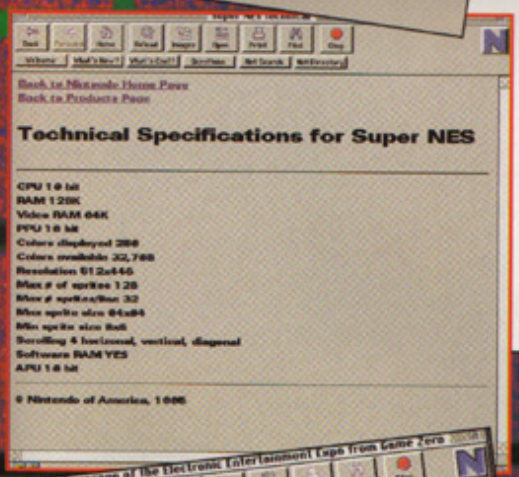
NINTENDO HQ

'About as close as you'll get to actually being inside the building', or so they reckon. You and me know that NMS is the closest thing, really. A few bits and bobs about Cafe Mario and how great the food is, perhaps they should try Cafe Emap Towers!



OTHER COOL PLACES

Currently a bit of a CobWeb (.net-speak for a location not in use), the plan is to branch out and cover a whole host of related products that gamers will find useful or even cool.



EYE ON THE NET

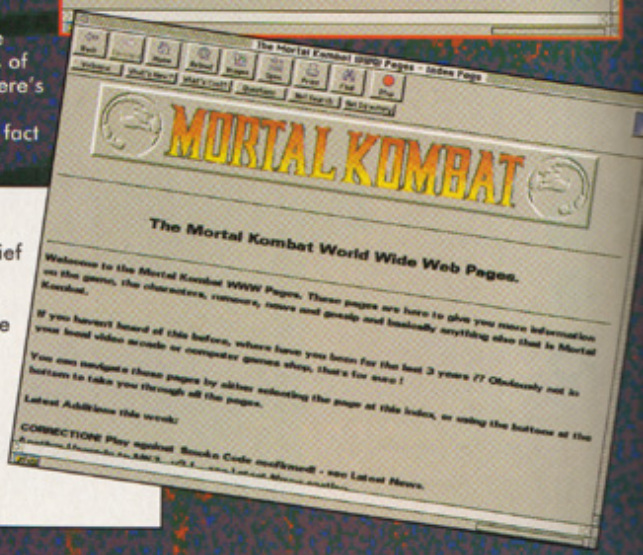
As with other sites on the .net, the guys at Nintendo Power offer routes to other related companies and Newsgroups. The other companies with Web sites include the developers of the NU64 technology, Silicon Graphics and MIPS, software manufacturers Virgin, Midway, and Williams.

PRODUCT INFO

Fancy checking out the technical specifications of the Super NES? Well, here's the place to do it! Fascinating stuff for all fact freaks.

MORE SURF...

And here ends our brief tour of the Nintendo Power home site. But take a butchers to the left and right and check out the other sites to be inspected. Stay tuned for the latest web developments with NMS.



SPECIAL FEATURE

Get ready to gaze into the future of Nintendo! NMS regularly offers inside stories on the latest games, but – as E3 proved so well – Nintendo are great at catching people off-guard. They're experts at it! We asked Mark Edridge, Marketing Director at Nintendo UK, to soften the blows of what will be their hardest-hitting year ever!

As you might expect, Mr Edridge is reluctant to give too much away. Our questions try to find out what is really behind so many strange, almost disappointing, decisions in recent months. Prompting him to talk about the reason for Virtual Boy and the delay of NU64. We hope his cautious replies help satisfy any doubts you might have about Nintendo, and how they absolutely will shame the competition off the face of the earth this coming year.

(ABOVE) The options screen from which the people of Ipswich are accessing what may be the future of interactive television. Where it says 'Games,' read 'Nintendo.'

THE HISTORY OF N

NMS: Howard Lincoln mentioned that Nintendo would continue to support the Super NES in a big way, prior to the launch of NU64 in the US. How is Nintendo UK planning to respond?

Mark Edridge: Nintendo UK has a strong line-up for the Super Nintendo Entertainment System. With blockbuster games like Donkey Kong Country under its belt, the video game leader will build on its strengths with titles like Killer Instinct and Donkey Kong Country 2, to be launched in the UK before Christmas 1995.

NMS: NU64 is slated for an April '96 launch in North America and Europe. Does this include the UK?

Mark Edridge: Yes!

NMS: How does Nintendo see the UK games market; compared to the one in Japan and America? How much does this affect decisions regarding hardware and software in this country?

Mark Edridge: The UK is an increasingly important market for video games as fans here are more discerning than ever. At Nintendo UK we have a good indication of what will make a winner and push to have the latest games releases as soon as we can. DKC was a good example of a title which was launched in Britain ahead of the States and Japan.

NMS: How does Virtual Boy fit in with Nintendo's plans for the future? How much does Nintendo's policy differ from the competition?

Mark Edridge: Virtual Boy is a completely new concept; it's unlike any other video game platform. Nintendo, as a worldwide manufacturer of video games, concentrates its resources on developing up-to-the-minute technology for both its systems and software, putting the company in the forefront of games development. Other video game manufacturers are unable to match the dedication Nintendo have to developing new and innovative platforms. Virtual Boy is one such platform which cannot be compared to any competitors product. Nintendo has discovered another niche in the video games market.

NMS: As director of Marketing you are closer than most to the UK games player's expectations. How exciting is it working for Nintendo, and why?

Mark Edridge: One of the greatest bonuses is evaluating new games months before they are released in the UK. We've got top class games like Donkey Kong Land and Killer Instinct in the office, so one of the pitfalls is having to put the games down and get on with "real" work! We've got the KI machine in the office – I rarely get to play it because the whole team here is fighting to have a go!

NMS: How do you see Nintendo developing as an entertainment company – taking into account Nintendo Power's On-Line system, 'Gateway' and the Japanese 'BS-X Satellaview'?

Mark Edridge: Nintendo is the leading force in video game entertainment. The company's policy is to concentrate on video games technology and Gateway and Satellaview are spinoffs of this. Nintendo's aim is to always deliver what video games players want, but offer product beyond their expectations.

NINTENDO PART FOUR - THE FUTURE

BT INTERACTIVE TV THE UK'S ANSWER TO SATELLAVIEW?

Regular readers of NMS know about the St Giga satellite service, available in Japan. With it Japanese games players have access to nationwide On-line game competitions, exclusive data used to boost the info in existing Nintendo games, and an electronic gaming magazine. Well don't cack your pants just yet, but it looks like the same could happen here!

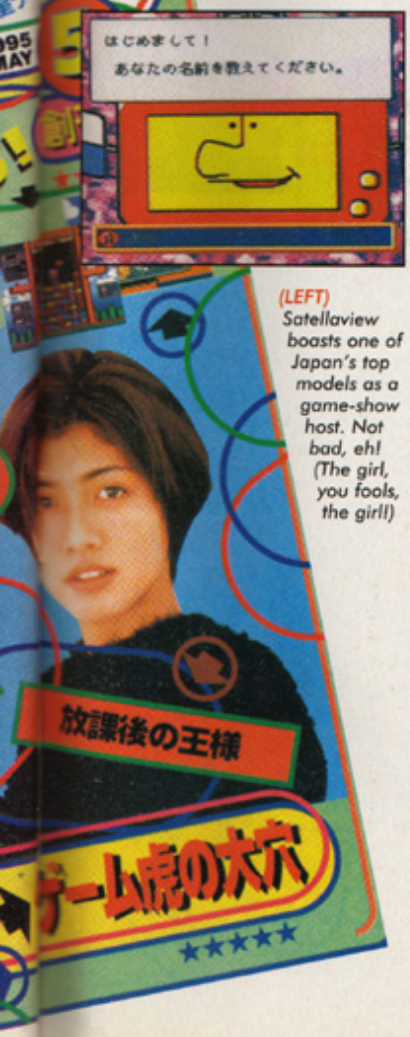
On trial at the moment is British Telecom's 'BT Interactive TV.' From June 22nd this year, 2,500 customers in Ipswich and Colchester were given access to Music, Movies, TV, and Video Games on demand. Described as 'one of the world's leading interactive trials,' by BT, the experiment lasts until May 1996. Of course Nintendo were obvious candidates for the on-line video games service.

(BELOW) Old? Yes. Boring? Absolutely not! Nintendo's long-standing mascot – Super Mario – is already prepared for the future. Hurrah!

BT INTERACTIVE TV

Every aspect of Interactive TV is controlled via the Voyager 2000 – a control deck not much bigger than a video recorder. The unit is powered by Apple Macintosh technology, using a modified operating system to support MPEG plus the 2 Mbit/s network interface necessary to handle all the info. Finally, without getting too heavily into all this, all the services are created through an application called Oracle Media Objects. There's no satellite dish, cables, or extra TV aerial required; as the whole service is delivered via the telephone line. Yes, even to those homes that still have copper wire instead of fibre optic cable!

(RIGHT) Presenters of another BS-X channel. These scary blokes are a cross between Robin Williams and the Beastie Boys. Hel-lup!



(LEFT) Satellaview boasts one of Japan's top models as a game-show host. Not bad, eh! (The girl, you fools, the girl!)

NINTENDO

Though video games don't come part of the initial start-up package for BTITV, what is eventually on offer is worth the wait: A choice of 40 games, downloaded at a rate of 2Mbits a second, are planned for just £6.99 a month. Or, if you prefer, 99p to £3.99 a go. Of course what we hope will happen, should the system take off, is that all those services available to the Japanese – country-wide competitions; exclusive game data, and magazine information – will become part of the package too. NU 64 being able to transform the video game service is another fantastic possibility. One that Nintendo UK are sure to be keeping in mind.

(ABOVE) Nintendo present Satellaview purely on a fun level. BT would like to be taken more seriously.

ROCKET BOOTS

In the run up to NU 64, you're sure to find many magazines speculating until they are blue in the face. Or, more than likely, red with embarrassment. Nobody truly knows Nintendo's plans for the year ahead, but the most reliable source of news will only be found in the official magazine. You can be sure of that. We know Nintendo are planning something radically different for NU 64; something way beyond the Saturn and PlayStation – machines that already seem retarded by comparison. We also know that the next generation won't truly arrive until Nintendo make it happen with their 64-bit machine. We're looking toward a very exciting future. And NMS is the only magazine on the inside!

TO BE CONTINUED

SPECIAL FEATURE

You only see things one way! You're so limited! All you see is up and down, left or right – in video games you do. But given the chance to change your point of view, would you? Nintendo certainly hope so.

Virtual Boy is Nintendo's latest invention, following in the tradition of Game & Watch and Game Boy. Both these gadgets are considered hallmarks of cool for late Seventies, then late Eighties kids. Virtual Boy is arriving just in time to do the same for the Nineties. Mark our words, it's going to happen – though it's happening in Japan first.

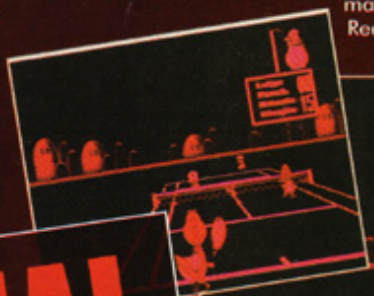
To mark the release of Virtual Boy in Japan, NMS gives you some idea of what it's actually like to play the initial batch of games available. Look at the pictures, read the descriptions and imagine what you could be playing in a very short time. This is Nintendo's way of saying let 16-bit handle the usual stuff, and Virtual Boy show what 32-bits can really do!

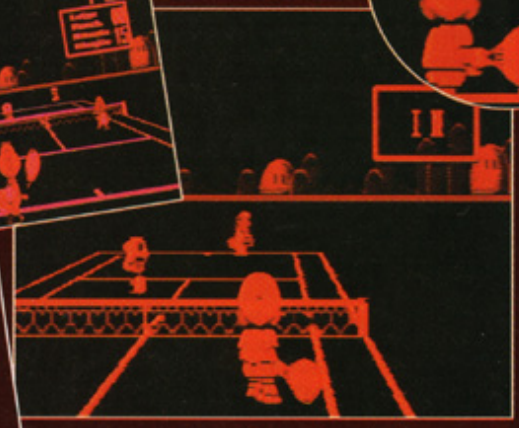
Nintendo have three games available in Japan at present, one of which is packaged with the machine. The Japanese press don't have a bad word to say about them, in fact there's nothing but praise. So, what are they all so excited about!

VIRTUAL BOY

MARIO'S VB TENNIS

This is the pack-in game, chosen for its simple but convincing use of 3-D. The game play is easy enough to get into, leaving the astounding visuals to do the job of selling the machine. The same line-up of contestants that entered the Mario Kart challenge are eager to prove their skills with the racket, in either singles or doubles matches of Virtual Reality Tennis.



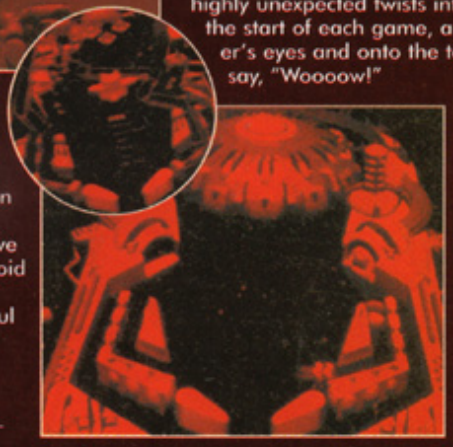


As you can see, Virtual Boy renders the players to look very solid and clear. To fully appreciate the full range of tricks the Virtual Boy can perform with this game, it's best to select a doubles match. Whenever your player is closest to the net your partner is behind and therefore out of view. Just like the real thing, you have to rely on their judgment to keep the ball flying back over your shoulder during a rally. In any situation, players are given freedom to run right up to the net or play from the baseline, with the court smoothly tracking every move.

YOU WANTED DEPTH TO YOU

TELEROBOXER

All boxers in this tournament are robots, hence the term 'ro-boxer.' They're also controlled by means of telecommunication, giving you the full title 'Tele-ro-boxer.' Teleroboxer turbo injects the concept of Super Punch Out, delivering awesome possibilities for personalising your fighting technique. There are six types of blocks and punches, all performed by skillful manipulation of the two VB cross-keys. Teleroboxer's most impressive 3-D effect is when your droid is KO'd, where the opponents punch is so powerful it cracks the screen!!!



Players control 'Harry,' a standard Teleroboxer with average ability. Like the other seven fighters in the tournament, however, Harry practises special techniques activated Street Fighter II style from the left-side cross-key. A reverse Fireball manoeuvre, for example, initiates Harry's 'Machine-Gun Punch.' His opponents come similarly well prepared for battle. The droid named Prin launches missiles from its chest. Another, Dorihey, is constructed with a head shaped like a drill. Harry doesn't want to clash heads with that one! The more agile contenders – for example Spokong – are able to use kick-boxing to their advantage.

GALACTIC PINBALL

Nintendo really push back the boundaries of what to expect from a couple of flippers and a silver ball, by letting the 3-D element really take over. Because the effect is so natural, effects such as elevated ramps are no problem for VB to create. In fact several layers of 3-D are achieved, combining the depth of the table itself with some highly unexpected twists introduced through four bonus tables. At the start of each game, a UFO descends from between the player's eyes and onto the table. It's the first of many opportunities to say, "Woooow!"

For sheer visual impact, the high point of all four bonus tables is definitely 'Colony.' Once here the viewpoint changes to allow for full 360 degree movement, and the game is transformed into StarWing style shoot 'em up with a cross-hair used for targeting! In 'Alien' trails of rings circulate the 3-D head of an extraterrestrial Nosferatu. It's so ugly you just have to bombard it with as many balls as possible! The others, 'Cosmic' and 'UFO,' are loaded with special rewards for hitting the right buffers in sequence. We noticed that the name of Samus Aran (of Metroid fame) features too. Though we suspect this has more to do with Gunpei Yokoi's involvement rather than any likelihood of meeting up with any virtual Mother Brain.

HUDSON SOFT

Your first insight into how a Virtual Boy game actually looks. Andy really went crazy about Vertical Force at the recent E3, and Panic Bomberman uses bold characters to give strong descriptions of background and foreground.

VERTICAL FORCE

A great excuse to revel in the joys of vertical scrolling shoot 'em ups. This time the 3-D creates a need for extra spatial awareness, as players struggle to contain alien craft within three depths of field.

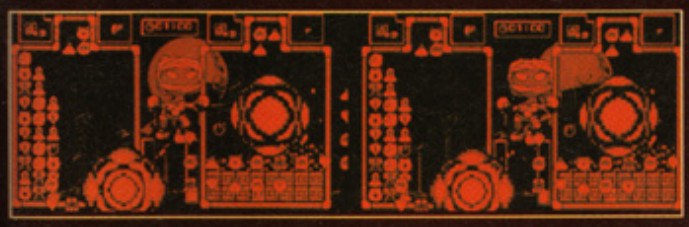
A drone craft is operates between the three dimensions, being brought to and fro by the player at will. For example, it's possible to have the drone blast the uppermost plane while your fighter handles those areas below. The bosses make clever of this layering effect too. Not only do you have left, right, up and down to consider; there's in and out to worry about also!

TRY THIS ONE AT HOME

Hudson Soft have kindly provided NMS readers with a little experiment to carry out. You might wonder why shots of their games are printed on these pages twice. That's because, if you look more closely, you'll see that they are slightly different. To see the pictures in 3-D, join the dots above the screen-shots by going slightly cross-eyed. Next gradually relax your eyes until your focus sharpens on the central image. It's fun to try, though NMS cannot accept any responsibility should the wind change so you end up cross eyed for life! Of course, you don't need to go cross-eyed at all to play Virtual Boy. It's as effortless as peering through binoculars, except into another dimension.

A drone craft operates between the three dimensions, being brought to and fro by the player at will. For example, it's possible to have the drone blast the uppermost plane while your fighter handles those areas below. The bosses make clever of this layering effect too. Not only do you have left, right, up and down to consider; there's in and out to worry about also!

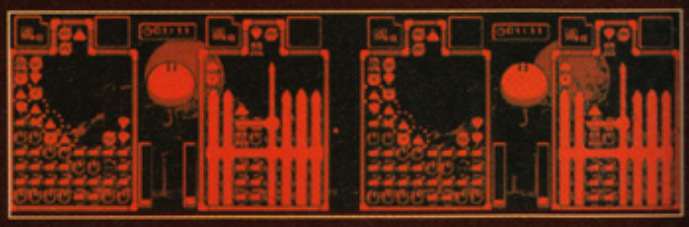
GAMES...! ...YOU GOT IT – WELL ALMOST



Game play remains unchanged from the Super NES version of Panic Bomberman. The difference Virtual Boy makes is in the presentation. As we mentioned the explosions have bigger impact, and the large anime-style characters make a greater impression by leaping to the foreground each time a special power is activated.

PANIC BOMBERMAN

Players back away from their VB screen as explosions leap out from the screen. Panic is a puzzle game similar in style to Hebereke's Popoon. Players use their characters' power, triggered by scoring chain-reactions of explosions, to complicate an opponents' chances of doing the same.



RED FOREHEADS

There are so many other games soon to become avaliable for Virtual Boy in Japan we simply didn't have room to feature them all. However, stick to NMS and you won't miss out. We have tons of Virtual Boy coverage planned. Not least the official review of the hardware sometime in the near future. Of course, if you prefer, we could always talk about Sega's 32X!!!